

SONIC 3D BLAST



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BLUE IS BACK!

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levelup

SEGA

VECTORMAN
2

GENESIS®

INSTRUCTION MANUAL



MADE IN JAPAN
K&A
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WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TV'S

Still pictures or images may cause permanent or long-term damage to the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ❑ Do not bend it, crush it or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional break during extended play to rest yourself and the Sega cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board for information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-8772.

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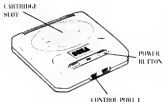
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SETTING UP



1. Set up your Genesis System as described in the instruction manual. Plug in Control Pad 1.
 2. Make sure the power is OFF. Insert the VectorMan 2 cartridge into the cartridge slot and press down firmly.
 3. Turn the power button ON. In a few moments, you'll see the SFLA™ and BlueSky Software™ logos.
 4. If the logos don't appear, turn the power button OFF. Confirm that your system is setup correctly and the cartridge is properly inserted. Turn the power button ON again.
- Important: Always make sure the power switch is OFF before inserting or removing any Sega cartridge.



VECTORMAN STORY

VectorMan 2 picks up on VectorMan's adventures immediately after the demise of his arch-enemy, Warhead. A monster-sledge barge explosion is cut short when a mysterious missile critically damages VectorMan's ship. VectorMan escapes destruction and freefalls back to Earth, landing on the outskirts of a seemingly abandoned research facility. As he begins to investigate the source of the missile, VectorMan discovers a mutant strain of insects that have begun to flourish in the research facility.

Worse yet, the insects display destructive tendencies toward the planet and seem to be run by an unseen intelligence.

VectorMan's mission is clear: defeat the mutant insects and once again save the Earth from impending disaster.

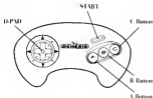


VECTORMAN CONTROLS

- D-Pad Up: Look Up
- D-Pad Down: Crouch / Look Down
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- X, B Button: Shoot
- C Button: Jump
- Start Button: Pause

Special Moves

- VectorMan can shoot while running.
- Hit the jump button while VectorMan is in the air to shoot-Blast even higher than a regular jump.
- Shoot-Blast can function as a weapon and can inflict damage to enemies.
- If VectorMan has the Laser weapon, hold down the X or B button for rapid fire.



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MORPH CONTROLS

VectorMan's morphs are room level specific. When VectorMan appears in a morph level, he maintains that morph for the entire level except for the Tornado morph. Below are the morphs and the necessary controls:

Helicopter:

The Helicopter morph allows VectorMan to hover and control his descent.

- D-Pad Left: Move Left
- D-Pad Right: Move Right
- X, B Button: Shoot
- C Button: Hover



Skate:

VectorMan's Skate morph lets him roll through a level at high speed.

- D-Pad Down: Crouch / Stop
- D-Pad Left: Skate Left
- D-Pad Right: Skate Right
- X, B Button: Shoot
- C Button: Jump



Tornado:

The Tornado morph gives VectorMan the power of a cyclone, which can A morph icon on floor the Tornado morph for a limited time period.

- D-Pad Left: Move Left
- D-Pad Right: Move Right
- C Button: Jump



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MORPH CONTROLS

Teak:

The Teak/Teak is the ultimate in pure frequency.

- D-Pad Up: Moves Cam Barrel Up
- D-Pad Down: Moves Cam Barrel Down
- D-Pad Left: Move Left
- D-Pad Right: Move Right
- A Button: Rotate Barrel Left / Right
- B Button: Shoot
- C Button: Jump



ASSIMILATION CONTROLS

Scorpion (Stinger)

- D-Pad Up: Look Up
 - D-Pad Down: Crouch
 - D-Pad Left: Run Left
 - D-Pad Right: Run Right
 - A, B Buttons: Tail Whip
 - C Button: Jump
- D-Pad Down + A Button: Tail Whip Down
 - D-Pad Up + A Button: Tail Whip Up



ASSIMILATION CONTROLS

Certain creatures release assimilation ions when destroyed. If VectorMan picks up the ions, he morphs and takes on the characteristics of that enemy. VectorMan is invincible during assimilation. Below are the assimilation ions and the necessary controls.

Shell Bug (Shield)

- D-Pad Up: Look Up
- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- A, B Buttons: Shoot
- C Button: Jump



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Rhino Beetle (Charge)

- D-Pad Up: Look Up
- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- A, B Buttons: Charge
- C Button: Jump



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ASSIMILATION CONTROLS

Tick (Punch)

- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- X, B Buttons: Attack
- A Button: Jump



Fire Ant (Fireball)

- D-Pad Up: Look Up
- D-Pad Down: Crouch
- D-Pad Left: Run Left
- D-Pad Right: Run Right
- X, B Buttons: Shoot
- A Button: Jump



OPTION CONTROLS

From the Title Screen, you can select either Start or Options. The Options Screen lets you configure the game.

- D-Pad Up: Move Cursor Up
- D-Pad Down: Move Cursor Down
- D-Pad Left: Change Selection
- D-Pad Right: Change Selection
- Start Button: Exit to Title Screen
- A Button: Trigger Sound, Mark List



Difficulty: Choose the difficulty level that you can handle. Easy, Good, or Wicked.

Music & Sound Effects: Turn the music or sound effects ON or OFF.

Sound Test: Sample all the sound effects used through out the game.

Music Test: Listen to all the music played in the game. **Random:** If you prefer a different location set-up, you can change it here.

Credits: The Credits option will show you who worked on VectorMan 2.

Control: Take a peek at Josh Kribs' design for a VectorMan mouse. Josh is the winner of the VectorMan Morph Contest. Congratulations Josh! Thanks to everyone who entered.

STATUS AREA

VectorMan's vital statistics are shown at the bottom of the screen at all times during gameplay.



Current Weapon:

VectorMan can use six different weapons throughout the game (see Weapons, page 12). This icon shows which weapon is currently active. When the ammunition is close to depletion, the icon flashes.

Lives:

The VectorMan figure icons display how many lives are held in reserve.

Health:

VectorMan can take several hits before he loses a life. The filled-in balls represent the number of hits he can take. The empty balls display the number of hits he's been hit. Empty balls can be replenished by grabbing Health Point power-ups (see Power-Ups, page 10).

Time Remaining:

VectorMan has a limited amount of time to complete each level. The time indicator shows how much time is remaining. Extra Time power-ups extend the time remaining clock (see Power-Ups, page 11).

Multiplier:

Whenever VectorMan picks up a Multiplier power-up it's displayed in the Status Area. All scores, Health point-ups, and 1-ups that VectorMan picks up are multiplied by that number. Multipliers are only temporary and the icon will begin to flash as time runs out (see Power-Ups, page 10).

STATUS AREA

Score:

VectorMan's score accumulates by collecting planets and destroying enemies. Additional bonuses are awarded at the end of each level. Earn an extra life for each time VectorMan scores:

10,000 points	Large Mole
20,000 points	Coal Mole
40,000 points	Wicked Mole

POWER-UPS

Power-ups are scattered throughout the game to help VectorMan. They can be obtained by blasting open a Power Pack or by destroying an enemy.

Multipliers:

Whenever VectorMan collects a multiplier from all scores, Health power-ups, and 1-ups are multiplied. The Multiplier power-ups can be x2, x3, x5, or x10 and increase your score accordingly. Multiplier power-ups only last a short time so be sure to rack up the points while the power-up is active.

Health Point:

A Health Point fills up one half of the health indicator in the Status Area.

Full Health:

A Full Health power-up fills up all the balls of the health indicator in the Status Area.

Max. Health:

A Max. Health power-up increases the number of available Health Balls VectorMan has.



POWER-UPS

1-Up:

A 1-Up gives VectorMan an extra life.



Milestone:

The Milestone power-up allows VectorMan to restart the level at the place where the Milestone power-up was collected.



Extra Time:

Picking up the Extra Time power-up extends the time on the clock.



Power Sacks:

Using any Power Sack costs VectorMan power-ups, weapons, and planets.



Photon:



Photons are pulsating energy sources that are spread out throughout all the levels. Picking up Photons earns points, and if enough are collected, VectorMan will be taken to a bonus round.

WEAPONS

Weapon power-ups are hidden throughout the levels. Inside the Power Sacks, when VectorMan collects a Weapon power-up it replaces his current weapon. Weapon power-ups only have a limited supply of ammunition. When the ammo runs out, VectorMan reverts back to his default weapon.



Laser:

The Laser is a rapid fire weapon. Hold down the A or B button to fire repeatedly.



Energy Shot:

The Energy Shot is a solid beam of power that really does some damage.



Super Energy Shot:

This weapon is similar to the Energy Shot but more powerful and can ricochet off walls. This is the weapon of choice when blasting through brick tiles.



Pulse:

The Pulse weapon fires more dispersed projectiles. This is the second most powerful weapon VectorMan can obtain.



OverKill:

The name says it all! A single shot weapon that destroys everything on screen. Use it wisely.

BONUS ROUNDS

VectorMan gains access to bonus rounds by collecting more than 80% of the total photons in a level. While in a bonus round, VectorMan has to collect time extenders in order to stay alive.

If VectorMan runs out of time or loses a life, he gets kicked out of the bonus round and play continues on the next non-bonus-round level.

Tunnel Bonus Round:

VectorMan swoops into a deck, spare never to compete against long enemies. His mission is to grab time extenders and level off crawling enemies.

Space Bonus Round:

VectorMan swoops into a space ship and takes off into space. His mission is to destroy long worlds and long space ships while avoiding nasty meteor showers and collisions with the sun.

Invader Bonus Round:

Victory begins by swoop on a stranded shuttle base. VectorMan must level off long ships and destroy meteor showers to save the ship.



SURVIVAL GUIDE

VectorMan's super energy shot weapon defeats all solid surfaces and can be used to hit enemies that are inaccessible with normal weapons.

In the "Night in the Swamp" level, look for hidden gas pockets that could indicate underground passages.

Be sure to fire at swamp lily walls. Breakaway walls often lead to hidden areas and big bonus points.

The Swamp lily is big, but don't let its size be intimidating. Something as minor as a Bone-Blast can inflict some on-screen damage.

Look for trap powerups near pain multipliers. If you get a 10X multiplier and then a 1-up, you get 10 extra lives!

Acidulation swoops fast and quickly, but can inflict a lot of damage on enemies. Always destroy acidulation enemies first so that weaker enemies are easier to destroy.



ENEMIES

*SnakeFly-
150 points*



*Ceiling Crawler-
50 points*



*Shell Slug-
100 points*



*Flea-
100 points*



*Eyeing Flea-
150 points*



*Spider-
100 points*

ENEMIES



*Paintball Bug-
50 points*



*Laser Larva-
50 points*



*Pillbug-
100 points*



*BigMaw-
150 points*



*Balloon Bug-
50 points*

ENEMIES

NOTES

Mantis-
100 points



Crabby Hermit-
150 points

Male Bug-
150 points



C R E D I T S

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